

### **CLAIM LISTING**

1. (currently amended) A dispatch communication network comprising:  
a group of hosts of a plurality of communication hosts wherein one host of the group at a time is allowed to transmit internet protocol (IP) communications comprising voice communications to the other hosts of the group; and  
a dispatch call server configured to arbitrate IP communication among the group, wherein arbitrating comprises selecting one transmitting host, from a plurality of competing hosts from which the dispatch call server receives request transmissions, that is allowed to transmit the IP communications to the other hosts of the group after a preceding transmitting host of the group of hosts has completed its transmission, wherein the dispatch call server is configured to arbitrate communication among the group of hosts based on a number of factors comprising normalized arrival times from one or more transmitting hosts.
2. (original) The dispatch communication network of claim 1 wherein the dispatch call server is configured to receive dispatch communication data from one or more hosts of the group of hosts and to transmit the dispatch communication data to one or more destinations over an IP network.
3. (original) The dispatch communication network of claim 2 wherein the dispatch communication data comprises data representative of speech.
4. (original) The dispatch communication network of claim 2 wherein the dispatch call server is configured to receive unicast IP transmissions from the one or more hosts.
5. (original) The dispatch communication network of claim 2 wherein the dispatch call server is configured to transmit the dispatch communication data in an IP multicast format.

6. (previously presented) The dispatch communication network of claim 2 wherein the dispatch call server is configured to transmit the dispatch communication data in an IP unicast format.

7. (original) The dispatch communication network of claim 1 wherein the dispatch call server is configured to receive a transmission from one or more transmitting hosts and transmit to one or more receiving hosts.

8. (canceled)

9. (original) The dispatch communication network of claim 7 wherein the dispatch call server is configured to arbitrate communication among the group of hosts based on priorities assigned to the one or more transmitting hosts.

10. (original) The dispatch communication network of claim 7 wherein the dispatch call server is configured to select one transmitting host for communication and to convey a busy control signal to other hosts of the transmitting hosts.

11. (previously presented) A method of operating a dispatch communication network, the method comprising:

at a dispatch call server, receiving internet protocol (IP) messages including dispatch call data from a plurality of competing hosts over a packet network wherein one host at a time is allowed to transmit IP messages comprising voice communications to the other hosts of the network,

at the dispatch call server, arbitrating the IP messages originating from the plurality of competing hosts, wherein arbitrating comprises selecting one transmitting host, from the plurality of competing hosts, that is allowed to transmit the IP messages comprising voice communications to the other hosts of the network after a preceding transmitting host has completed its transmission; and

from the dispatch call server, transmitting the dispatch call data in an IP transmission to the one or more destinations over the packet network.

12. (previously presented) The method of claim 11 wherein the step of arbitrating comprises:

normalizing arrival times from the one or more competing hosts; and

selecting a transmitting host based on normalized arrival times for communication to the one or more destinations.

13. (previously presented) The method of claim 12 wherein the normalized arrival times are based on a host's round trip time.

14. (previously presented) The method of claim 11 wherein the step of arbitrating comprises:

selecting a transmitting host for communication to the one or more destinations based on priorities assigned to the one or more competing hosts.

15. (previously presented) The method of claim 11 further comprising:  
selecting one transmitting host for communication; and

transmitting a busy control signal to the other competing hosts.

16. (previously presented) The method of claim 11 further comprising:  
selecting one transmitting host for communications; and  
discarding the dispatch call data from the other competing hosts.

17. (previously presented) The method of claim 11 further comprising:  
selecting one transmitting host for communications; and  
when the transmitting host completes communications, selecting one of the other competing  
hosts for communications.

18. (previously presented) A method of operating a server in a dispatch communication network, the method comprising:
- receiving a request comprising voice communications to communicate from one host on the network;
  - determining if another request to communicate has been received from another host on the network and if another request to communicate has been received then arbitrating the requests so that the arbitrated request is transmitted to one or more receiving hosts wherein one host at a time is allowed to transmit communications to the other hosts after a preceding transmitting host has completed its transmission;
  - selecting a transmitting host for communication;
  - receiving dispatch data from the selected host; and
  - transmitting the dispatch data to the one or more receiving hosts.
19. (original) The method of claim 18 further comprising:
- determining a first wait time for communication from the one host;
  - waiting a time at least equal to the first wait time; and
  - after the first wait time, accepting transmissions from the one host.
20. (original) The method of claim 19 further comprising:
- determining if a call is in progress;
  - if a call is in progress; sending a busy control signal to the one host.
21. (original) The method of claim 18 further comprising:
- determining if there is a pending request to communicate;
  - if not, determining a wait time for the request; and
  - after the wait time has elapsed, receiving the dispatch data from the selected host.